



EA Freedom Fighter Interceptor



SPECS
Class: Light Fighters
In Service: 2251
Point Value:
Ramming Factor: 12
Jinking Limit: 7 Levels

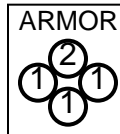
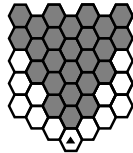
MANEUVERING
Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS
Fwd/Aft Defense: 5
Stb/Port Defense: 6
Free Thrust: 10
Offensive Bonus: +3
Initiative Bonus: +20

WEAPON DATA
Uni-Pulse Cannon
Number of Guns: 2 (Linked)
Class: Particle
Damage: 1d6+4
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn

Basic Fighter Missile
Cost: 8 Combat Points
Class: Ballistic
Damage: 10
Max Range: 10 hexes
Fire Control: n/a
Intercept Rating: n/a

SPECIAL NOTES
Can carry 2 missiles
Launch rate 1 per turn



Flight Level Combat
5 or more above = 0 Hit
3-4 above = 1/6 Hit
1-2 above = 1/3 Hit
0-2 below = 1/2 Hit
3-4 below = 2/3 Hit
5-6 below = 5/6 Hit
7 or more below = All Hit

Flight #1



Dropped Out
Ftr Destroyed

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Flight #2



Dropped Out
Ftr Destroyed

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Initiative	Speed	Thrust Used	Jinking	Notes

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3



Dropped Out
Ftr Destroyed

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Flight #4



Dropped Out
Ftr Destroyed

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Initiative	Speed	Thrust Used	Jinking	Notes

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5



Dropped Out
Ftr Destroyed

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Flight #6



Dropped Out
Ftr Destroyed

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Initiative	Speed	Thrust Used	Jinking	Notes

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #7



Dropped Out
Ftr Destroyed

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Flight #8



Dropped Out
Ftr Destroyed

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Initiative	Speed	Thrust Used	Jinking	Notes

Initiative	Speed	Thrust Used	Jinking	Notes